AHX-1™

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

PIXEL GAMES

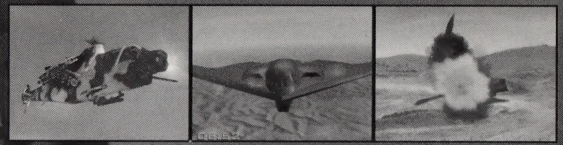
Designed for
WINDOWS® 95
CD-ROM

Intel MMX™

Distributed by
GT Interactive Software

CONTENTS

AHX-1 FORCE



With the collapse of the Soviet Union, the world anticipated the end of conventional warfare. A new era of peace and prosperity was being ushered in throughout the trouble spots of the Middle East, the Balkans, and the Horn of Africa. America was internationally acclaimed as the world's sole superpower, with the responsibility of ensuring the peace.

By the mid-1990s, it became apparent that all this was an illusion. True, the major conflicts had been resolved, but there were still many sore spots that remained festering around the globe. Poorer countries, eager for quick cash, sold their weapons to the highest bidder. Unemployed soldiers and strategists found safe havens in the employ of organized crime and terrorist organizations. The era of conventional warfare had finally come to an end, but it was being replaced by new means of warfare, much less limited in scope, but by no means less threatening.

The scenario that was unfolding had long been the greatest fear of the Pentagon's upper echelon. Fortunately, by the mid-1980s, as the winds of change became more apparent, the President commissioned a group of key strategists to invent a new strategic policy, keeping one step ahead of these dangerous trends. The group, known as the Foresight Group or FG, reported directly to the President, the Chief of Staff, and the head of the CIA.

The main problem facing FG was that most of the potential military conflicts were centered in remote areas around the globe. As such, they were inaccessible to conventional forces. The idea of creating a small force of powerful combat helicopters was originally discounted because of their limited range, until someone suggested that combat helicopters be constructed with collapsible rotors, so they could be dropped into action. At first the idea was deemed improbable. No aircraft would be able to withstand the impact of such a drop. After several weeks, FG appointed scientists came across blueprints for the AHX-1 helicopter, which would fulfill their requirements.

The AHX-1 Project had been on air force drawing boards for five years before it was canceled for budgetary reasons. As it was originally planned, the AHX-1 was supposed to be hauled by a Hercules from trouble spot to trouble spot. It was designed with a collapsible rotor so that it could be sent immediately into action. At the instigation of FG, a new program to revive the AHX-1 was initiated. The new AHX-1 was planned so that it could be dropped directly into battle situations. For this purpose, a special AHX-1 capsule was designed to be attached to a B-2 bomber. Despite initial skepticism, a prototype was developed within three years.

The prototype proved successful and more advanced models were ordered, including one that could be ejected from a submarine. Over the next few years, improvements were made to the AHX-1's agility and maneuverability and a new aluminum alloy frame was developed to provide the AHX-1 with maximum protection and increased payload capabilities.

When the first fully functional model of the AHX-1 rolled off the assembly line, it was an exceptional helicopter in every respect. It could achieve record-breaking speeds, it carried an unprecedented payload of missiles and bombs, and it required minimal maintenance.

Just six weeks after the first AHX-1 was ready, it was sent against Saddam Hussein, who was making a renewed attempt to annex Kuwait. As soon as his forces crossed the international boundary line, a B-2 bomber dropped an AHX-1 over Baghdad. Within three hours the main Iraqi military complex and the Presidential Palace were rubble. Four days later, the AHX-1 was successfully launched from a submarine against pirates in the South China Sea. Two days later the President ordered the immediate construction of six more units.

At the same time, a special AHX-1 Squadron was established. The Squadron consisted of a commander, Lieutenant General Rufus Pierce, and seven teams of AHX-1 pilots and copilots drawn from Special Forces units. The Squadron was to receive its orders directly from the Head of the CIA and was answerable only to him and the President. As soon as the remaining six helicopters were ready, the squadron went into action. According to unconfirmed intelligence reports, there are always three AHX-1s in the air and one in a submarine in the Pacific Ocean at any given time. This is an accurate reflection of the AHX-1 Squadron's motto: "Always Ready for Action!"

Now it's up to you to assume control of the aircraft and head off on your mission. The danger has just begun.

INSTALLATION
System Requirements

Minimal platform

* Processor Pentium 120
* Memory 16 MB
* Hard Drive Space 40MB (installation 15MB)
* Sound: DirectX compatible Sound card (All hardware must be 100% DirectX compatible)
* Graphics VGA with a minimum of 1MB of RAM
* Input Mouse, keyboard
* Operating System Windows 95
* 4X CD-Rom

Recommended

* Processor Pentium 166 with MMX
* Memory 32MB
* Hard Drive Space 40MB (installation 15MB)
* Sound SoundBlaster-compatible 32 or 64 bit sound card
* Graphics PCI graphics board with 2 MB RAM
* Input Windows 95 compatible joystick (with drivers), rudder.

Installation Instructions

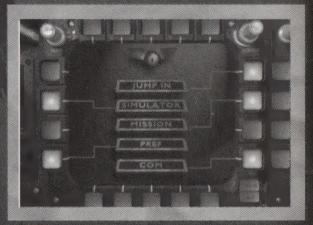
AHX-1 supports Autoplay with Windows 95. With Windows 95 already running, place the CD-ROM in your CD-ROM drive. The autoplay program will automatically start. Click on Install and follow the instructions on your screen.

Note: If the autoplay program does not start automatically, you can manually start the installation by doing the following. Click on your Start Menu, select Control Panel, select Add/Remove Programs, click on Install. Windows 95 will search for the install program on your CD-ROM drive. When it finds the AHX-1install program on the CD-ROM drive, click on Finish to start the installation. Follow the instructions on screen.

During the installation, you will be asked to choose between Compact Installation and Full Installation. Compact Installation requires 12 MB of hard drive space, while Full Installation requires 70MB. Full installation allows faster loading of the terrain files.

Getting Started

After logging in with you name or password (which allows you access to completed missions) the main menu provides you with several options. To make a selection, click the corresponding Multi-Functional Display (MFD) button.



The Main Menu:

You can choose from five options:

Jump In!

Select this option to start flying the AHX-1 in combat right away.

The Jump In Menu lets you choose from four different missions. The missions do not have a briefing text, only a radio message at the beginning of the mission. The objective for these missions is simple: kick ass and kill everything that moves.

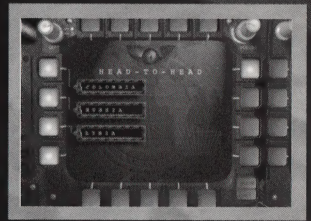
Simulator

Select this option to fly the aircraft in a flight simulator, thus avoiding the dangers of real combat. You can set the simulator to Arcade or Real. While in the simulator, you can choose from the following:

1. Rocket practice
2. Hellfire practice.
3. TV missile target practice.
4. Tow/b tank hunt.
5. Sidewinder plane/helicopter hunt.
6. Gun Practice.
7. Landing on ground
8. Landing on AHX-1 Bay sub.

Mission

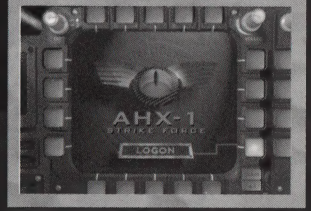
Log On for Mission: This gives you the opportunity to take your aircraft into battle under actual combat conditions. As in real missions, you need to be briefed before engaging in battle.



Modem/Network play options

With a modem or Network connection, you can play against an opponent, with each player representing a rival side in a conflict.

1. Choose Join or Create.
2. If you are creating a game, you will be asked to choose a mission.
3. Choose the communication protocol. (If you select Join, you will go directly to this screen).
4. Enter Session name.

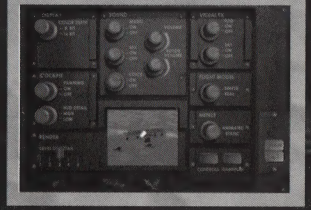


PREFERENCES
GENERAL PREFERENCES

Display controls:

Color depth: Choose 8-bit (256 colors) or 16-bit (65K+ colors). Please note:

1. You can select this option only before the mission starts: you cannot change the color depth during a mission.
2. Only the 16 Bit mode is optimized for MMX.
3. The greater the color depth, the lower the frame rate.



Cockpit controls:

Cockpit panning

Turn panning On or Off.

* Panning On: The cockpit pans according to the helicopter movements, and the movement from the left, right and front views is a view transition.
* Panning Off: The cockpit does not move according to the helicopter movements, and the transition between the left, right and front views is a cut.

HUD detail

* Choose High or Low detail.
* Low Detail: Does not display the horizontal bars or altitude scale.
* High Detail: Displays all the HUD elements.

Render controls:

Level of detail

Choose from a five-point scale. Note that the higher the Level Of Detail, the lower the frame rate.

Sound controls:

Music

Turn music On or Off

SFX

Turn sound effects On or Off

Voice

Turn voice On or Off

General Volume

Adjust the volume of the music, sound effects, or voice.

Rotor Volume

Adjust the volume of the rotor

Visual Effects:

Fog

Turn fog On or Off

Sky

Hide or show sky

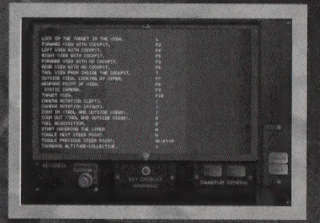
Flight Model:

Choose between Simple or Real flight model.

Menus:

Choose between Animated and Static.

* For simple cut sequences from screen to screen, select Static.
* For animated transition sequences, select Animated.



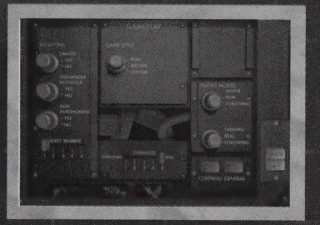
CALIBRATE CONTROLS

Use this screen to calibrate the Keyboard commands and the Joystick buttons.

Choose custom (use the button) to change any keyboard command by selecting it with the mouse and pressing the selected new command. A warning light will let you know if the new command is already being used for a different function.

You can use the same method to change the joystick commands, by pressing a joystick button after selecting the command you wish to change.

CALIBRATE GAMEPLAY



Use this screen to calibrate the following gameplay parameters:

Weapons

Choose limited or unlimited weapons.

Choose Sidewinder Autolock:

* Autolock On: The Sidewinder caging mechanism works automatically.
* Autolock Off : You will need to Uncage the missile eye each time before firing the Sidewinder.

Choose Gun Autohoming:

* Autohoming On: The gun automatically aims at the locked target when it is in view. The gun reticule point follows the locked targets. This mode does not work when the view is from outside the cockpit.

* Autohoming Off: The gun aiming point is the gun reticule at the center of the HUD.

Rockets fired

You can choose the number of rockets that will be fired with each shot, from 1 to 5.

Game Style

Choose Real, Arcade, or Custom.

* If you choose Real or Arcade, the parameters in the preferences are adjusted accordingly. The Custom option allows you to modify and save all the gameplay preferences.

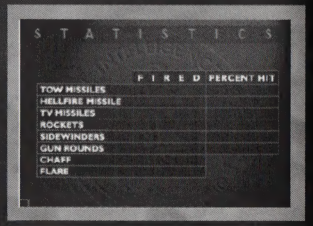
Flight Model

Choose between Real and Forgiving for both landing and hovering. Choose Real to make landing more challenging. In that case, you need to meet all the conditions of an actual landing, otherwise the helicopter will crash. These conditions are vertical speed, speed, and roll angle. Choose forgiving to simplify the landing conditions. Similarly for hovering.

Damage

You can choose from five different levels of damage each time the Helicopter takes a hit.

BRIEFING SYSTEM



Your AHX-1 is linked to an entire network of spy satellites, orbiting over the most sensitive zones in the world and providing you with up-to-date information about friendly and enemy deployment, troop movements, and terrain.

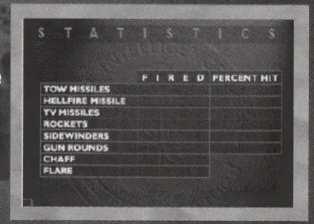
Vital intelligence information is transmitted from these satellites directly to your cockpit, where it will appear on your MFD (Multi-Functional Display) screen. The MFD screen also has access to the AHX-1's vast databases, containing all information necessary to complete the various campaigns. You can access this information through the hyperlinks on the maps and briefings.

On maps, a red line to one of the buttons surrounding the MFD screen connects hyperlinked information about enemy troops and deployment. A blue line connects similar information about friendly troops. Hyperlinked texts in the briefings and databases appears in green and is connected by a green line to the buttons surrounding the screen. Clicking the relevant buttons accesses more detailed information about the arena or topic.

Three trouble spots will require your attention: Colombia, Libya, and Russia

A composite satellite map of the world will appear on your screen. Click the buttons to obtain a close-up view of your chosen area. A briefing will appear over each area, describing the background and objectives of the campaign. Each briefing consists of three screens. You can flip through these screens, study them in depth, or begin the first mission by clicking on the relevant MFD buttons.

Colombia: The surviving drug lords of the Cali Cartel are back in business in the remote Catuta Region of northern Colombia. Based in the Land of the Two Rivers, these drug lords are planning to unleash a deadly new strain of cocaine on the American market. To protect them in their efforts, they have enlisted the support of the Cuban military, which maintains a heavy presence throughout the region.

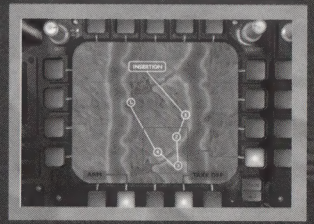


Libya: Qadaffi is almost ready to unveil the final stages of his Tarhunah underground military complex for the manufacture of chemical and biological weapons. These weapons must be destroyed before they can be used against any of America's Mideast allies.

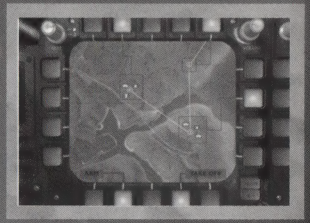
Russia: Deep in the Ural Mountains, General Arkady Nemerov is plotting to revive the Soviet Empire and renew the Cold War. For a long time he has been eyeing Russia's nuclear arsenal, scheduled to be destroyed. Nemerov must not be allowed to initiate a new era of nuclear terrorism.

Once you have familiarized yourself with the overall campaign, you can choose another campaign, begin your missions, or advance to a more detailed map of the campaign arena.

The longshot map consists of a satellite photograph of the entire region where each mission will take place. On it you will find major geographic landmarks and the waypoints you need to follow to reach your target area. Since you will be dropped into the area (or launched from a submarine), it is important to acquaint yourself with these waypoints so you can get your bearings immediately upon entering the arena. You can begin your mission from the longshot map or you can advance to a more detailed map of the mission arena.



The mission map contains a detailed view of the entire mission arena, including targets and some of the major weapons detected by the satellite. From the mission map, you can either begin your mission or use the MFD buttons to obtain detailed target maps.

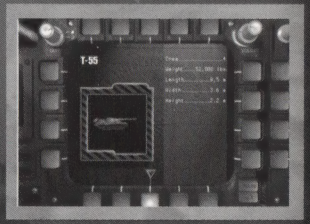


There are detailed maps of your targets for every mission. These maps contain detailed information about the terrain and landmarks as well as depictions of weapons and other major items in the arena. From this map you can begin your mission or click on the appropriate MFD buttons to learn more about the weapons, targets, and enemies you will encounter. Note, however, that even the most advanced satellite technology may not pick up every weapon along the way.

The AHX-1's computer contains a detailed database containing information about a majority of what you will encounter in each mission. Clicking on the appropriate MFD buttons can access the information. Information is available in three main areas: weapons, objects, and people.

Weapons

The Weapons database contains detailed information about each weapon, accompanied by a 3D rendering.

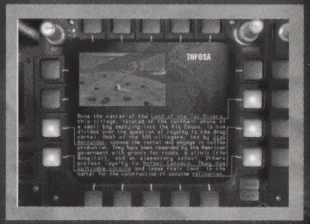


Objects

The Objects database contains summaries of all the other items appearing on the map, such as buildings or vehicles. Most objects have accompanying pictures.

People

The People database contains brief biographies of the leading figures you are likely to encounter in your mission, accompanied by the best available photograph.

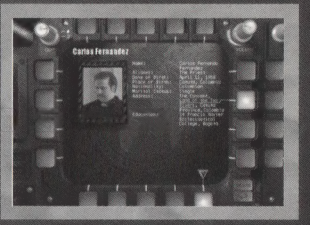


All the databases are hyperlinked, and you can move from one database to another.

Note that while it is possible to switch from one campaign to another, it is impossible to switch from mission to mission within each campaign. In order to advance missions, the preceding mission must be successfully completed first.

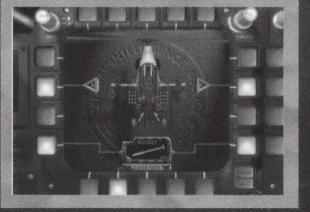
Mission structure summary

Remember that it is of the utmost importance to complete the primary objective as quickly as possible and return home safely. Of course, there may be obstacles along the way, but dealing with them is secondary to the safe completion of the mission's objectives. For example, when sent to destroy a bridge, you might uncover enemy troop movements. Although you are free to attack the enemy vehicles, you should first consider whether this would interfere with your primary mission, or put you into any unnecessary danger.



Arm Helicopter

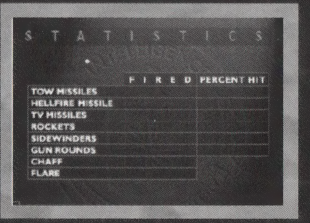
There are eight bins on the AHX-1's side wings, designed to carry its arsenal into battle. You can choose the weapon to load from the Arming screen. The selected bin is highlighted with a red outline. You can choose another bin by clicking the MFD buttons linked to the wings, thus scrolling left and right on the bins. The weapon on that bin appears on the bottom of the screen in the selected weapon window. You can change the weapon on the chosen bin by using the MFD buttons linked to the chosen weapon window, thus changing the weapon both in the window and on the bin. The top two bins are limited to carrying either Sidewinder or TV missiles.



Debriefing

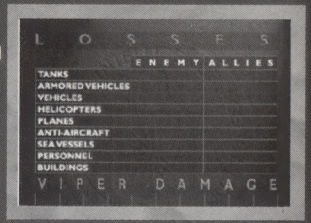
The first debriefing screen indicates whether you passed or failed together with a textual description of your accomplishments:

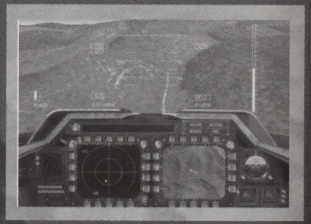
The Statistics screen displays your stats, and the Losses screen displays your losses for the mission.



B-2 Support

Throughout the missions, the B-2 bomber will fly overhead, providing radar information and mission updates. It is important to maintain close contact with the B-2.





INSIDE THE AHX-1

Instrument Panel

The Instrument Panel contains the following instruments:

Artificial Horizon

Indicates the craft's pitch and roll attitude.

Airspeed:

Shows the AHX-1's speed in knots, calibrated from 0 to 200. Only forward airspeed is indicated.

Altimeter

Indicates the craft's altitude over the terrain. The small hand of the altimeter is calibrated in 1000s of feet; the large hand is calibrated in 100s of feet.

Text display

Displays mission messages from the B-2 and copilot.

Clock

Indicates absolute time.

RWR

The RWR displays incoming missiles as they approach the AHX-1. The RWR uses two symbols: one for IR missiles (a red "T"), and one for RADAR missiles (a green "T").

Warning Lights:

There are four warning lights: Missile Launch Warning, Altitude Warning, Low Fuel Warning, and General Caution.

* Missile Launch is displayed from the moment a missile is launched until it explodes.
* LOW/HIGH Altitude is displayed when the AHX-1 is flying under 20 feet or above 300 feet.
* Low Fuel is displayed when the AHX-1 has less then 5 minutes of fuel.
* General Caution is displayed from the time a new sub-system is damaged in the AHX-1 until you enter the "Status" screen in the MFD.

Multi functional Displays (MFD's):

You can cycle through the four MFD modes with the "[" key for the left MFD and the "]" key for the right MFD. Holding down the Shift key while pressing "[" or "]" reverses direction.

The four modes, Tactical Situation Display, Flight Plan, Weapons, and System Status, are described below.

Tactical Situation Display

The Tactical Situation Display provides a symbolic representation of all buildings, ground vehicles, and aircraft within a 360-degree field of vision. Press [R] to toggle between the 1,2, 4 and 8 miles ranges.

The radar information provided by the Tactical Situation Display comes from the B-2 bomber flying overhead. The Display uses different symbols to distinguish between ground vehicles, allied-, and enemy aircraft.

The friendly targets are represented by a green rectangle.

The enemy targets are represented by a gray rectangle.

The enemies in combat with the AHX-1 are represented by a red rectangle.

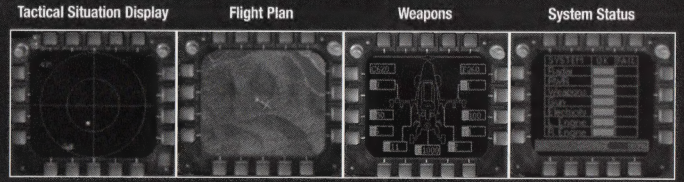
The enemies that are firing the AHX-1 are represented by blue color with appriate shape. All aircraft are represented by circles of the same color as the enemy targets.

Flight Plan:

This displays the aircraft's flight plan as a series of Waypoints (1, 2, 3, etc. L signifies the landing point), and your position in relation to this flight plan. The Flight Plan is set against real-time satellite imagery of the terrain beneath the aircraft. You can toggle between the succeeding and preceding Waypoints by pressing [N] and [Shift-N].

The Flight Plan is necessary to pilot the AHX-1. To reach the next waypoint, you need to turn the helicopter so that the heading display matches the bearing display. The proper direction can be confirmed by verifying that the next waypoint is situated at 12 o'clock (directly ahead) in relation to the aircraft. This can be seen on the HUD bearing strip.

The current waypoint is automatically advanced to the next steerpoint once the AHX-1 reaches it.



Weapons

Displays the weapons currently on board. Each weapon bin has an indicator displaying a letter and a number, The letter signifies the type of weapon in that bin and the number indicates the quantity.

The Letters represent:

T - Tow missile
H - Hellfire missile.
C - Chaff
F - Flares
R - Rockets.
TV - TV missiles.
SW - SideWinder missiles.
G- Gun rounds.

System Status:

Displays the status of all major warning systems and the general damage percentage bar. Refer to this MFD once the general caution warning light is on.

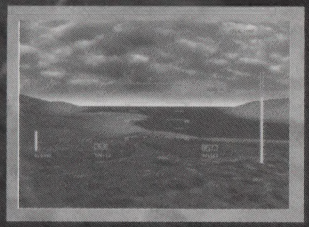
Integrated Head-Up Display Sight System (HUD)

The pilot's helmet contains a built-in "head-up display," a sophisticated sighting system, and a night-vision system. This enables the pilot to fly the aircraft in daytime or at night and in the worst weather conditions.

The following HUD data is displayed in all HUD modes:

* Heading Tape-displaying the current heading angle.
* Steering Caret-will be displayed as a "V" caret relative to the heading tape, when the bearing to the next steerpoint is between (10.
* Turn Direction Caret-will be displayed as a "<" or ">" caret on the left or right of the heading tape when the bearing to the next steerpoint is greater than (10 (indicating the shortest turn direction).
* Radar Altitude-will be displayed both as a digital value (in feet) inside a framed box, and as an analog value using an altitude tape (that spans between 0 and 350 feet).
* Low / High Altitude Warnings-will be displayed as triangles beneath or above the digital altitude box when the AHX-1's height above terrain is lower then 20 feet or above 300 feet.
* Collective Value-will be displayed as a digital value (in %) inside a framed box.
* Airspeed-will be displayed as a digital value (in knots) inside a framed box.
* Time of Day-will be displayed as a digital value (in HH:MM: format) inside a framed box.
* Pitch Scales & Horizon Barmdash horizontal pitch scales (pitch ladder), that defines the current pitch and roll angles.
* Target Designator Box (TD-BOX) — a framed box enclosing the currently selected (locked) target, when it is located inside the HUD field of view (FOV).

* Target Locator Line (TLL) — a line starting at the HUD boresight (a point near the upper center of the HUD) and pointing toward the currently selected (locked) target, if it is located outside the HUD FOV.
* Selected Weapon and Number of Weapons Left-the name of the currently selected weapon and the number of weapons of this type left.
* Time Until Impact-will be displayed as a digital value (in SSS.S format) inside a framed box. This value represents the time until the currently launched weapon reaches its target.
* DLZ - Dynamic Launch Zone (on when using some weapon systems)— this analog symbol displays the following data:
    1. Minimum launch range — (Rmin) that will insure the weapon explodes at a safe distance from the AHX-1.
    2. Maximum launch range — (Rmax1) The longest range within the weapon's capability that has a probability of 75% to hit the target if the missile's seeker locked on the target.
    3. No escape zone — (Rmax2) The ranges that ensure 100% probability of target kill (as long as the target does not use any ECM jammer or dispenses flares), if the missile's seeker locked on the target.
    4. Range to the present target — (digital in feet & analog "<" caret). When the range to the target is greater than Rmin and less than Rmax1, the missile is "In Range." During this condition the missile seeker reticule flashes.

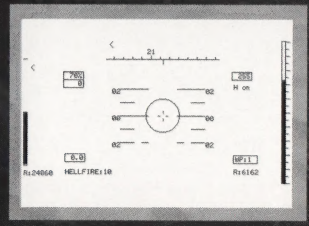


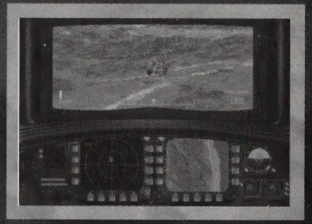
Target Acquisition and Designation LCD (TADL)

The TADL is the main system for steering the Tow/b missile and TV missile. It can also be used for accurate 30mm gun firing. Like the HUD, the TADL's indicators vary with each of the different weapons.

The following TADL data is displayed in all TADL modes:

* Heading Tape: Displays the current heading angle.
* Zoom Level: Displays "Zoom XXX," where XXX represents the TADL display's current zoom level (a value between 50 and 450).





* Steering Caret: Displayed as a "V" caret relative to the heading tape, when the bearing to the next steerpoint is between 1-180.
* Turn Direction Caret: Displayed as a "<" or ">" carat on the left or right of the heading tape when the bearing to the next steerpoint is greater than 180 (this symbol indicates the shortest turn direction to the next steerpoint).
* Selected Weapon Type: Displays the currently selected weapon "TOW", "GUN", "Hellfire", "TV-missle", or " " (when TADL is entered when the current selected weapon is rockets or sidewinder).
* Number of Weapons Left: Displays the number of weapons left of the currently selected weapon (or " " when TADL is entered and the current selected weapon is rockets or sidewinder).
* TADL Aiming Reticule: Indicated by one of three symbols (located at the center of the TADL field of view): the first symbol will be used in zoom levels between 50-237, the second between 238-371, and the third between 371-450.
* Time Until Impact: Displayed as a digital value (in SSS.S format). This value represents the time until the presently launched weapon reaches its target.

Additional TADL symbols with Tow selected

DLZ (Dynamic Launch Zone): This analog symbol displays: Minimum launch range (Rmin), Maximum launch range (Rmax1), and Range to the present target (digital and analog). When the range to the target is greater than Rmin and less than Rmax1, the missile is "In Range." During this condition the "TADL is aiming" reticule flashes.

Additional TADL symbols with Hellfire selected

DLZ (Dynamic Launch Zone): This analog symbol displays the Minimum launch range (Rmin), Maximum launch range (Rmax1), and Range to the present target (digital and analog). When the range to the target is greater than Rmin and less than Rmax1, the missile is "In Range." During this condition the "TADL is aiming" reticule flashes.

Target Designator Box (TD-BOX): A framed box enclosing the currently selected (locked) target, when it is located inside the TAD field of view (note: the target does not change during the flight of the missile).

Target Locator Line (TLL): A line that starts at the TADL center and points to the currently selected (locked) target, when it is located outside the TADL field of view (note: the target does not change during the flight of the missile).

Additional TADL symbols with TV-missile selected

Energy Tape: An analog tape representing the amount of energy left in the missile until it runs out of fuel.

Target Designator Box (TD-BOX): A framed box enclosing the current TV missile target (object ID defined in the scenario manager), when it is located inside the TADL field of view.

Target Locator Line (TLL): A line that starts at the TADL center and points to the current TV missile target (object ID defined in the scenario manager), when it is located outside the TADL field of view.

Additional TADL symbols with Gun selected

Target Designator Box (TD-BOX: A framed box enclosing the currently selected (locked) target, when it is located inside the TADL field of view.

Target Locator Line (TLL): A line that starts at the TADL center and points to the currently selected (locked) target, when it is located outside the TADL field of view.

WEAPONS SYSTEMS

The AHX-1 contains the following weapons systems:

Air-to-air

* Sidewinder missile

Air-to-ground

* Hellfire AGM114B radar-guided missile
* Hydra rocket, M261 warhead
* Tow/B missile
* TV Missile

Other

* 30mm chain gun

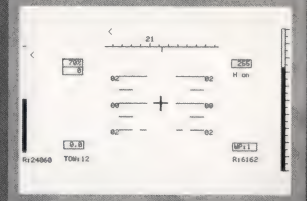
Counter measures

* Flare
* Chaff

TOW/b Pilot-Guided Missiles

The pilot-guided Tow/b is a powerful air-to-ground missile for use against armored vehicles, buildings, etc. It has a maximum range of approximately 3100M and a maximum speed of Mach 1.2. If

fired at targets closer than 1,000 feet, the missile may not have sufficient time to maneuver itself adequately.



With this missile, you mark the target using the TADL sighting system or, in emergencies, the HUD sighting system. Flight correction information is transmitted via a thin cable extending from the flying missile to the AHX-1. The pilot-guided missile is sometimes preferable to radar-guided missiles, since radar can be picked up by enemy troops, who will be alerted to the AHX-1's presence.

Press [Enter] until TOW appears in the lower right corner of the HUD display. The weapon is now selected and armed. After Launch the target must be designated until the missile hits the target. You may shift targets while missile is in the air. The Tow Missile is not affected by the Radar feed.

Additional HUD symbols with Tow selected:

TOW pre-launch shoot zone: before launching the Tow missile, the target must be located inside the pre-launch shoot zone (a rectangular reticule).

TOW pre-launch aiming reticule: before launching the missile, its aiming reticule is located in the center of the pre-launch shoot zone.

TOW post-launch aiming reticule: after launching the missile, its aiming reticule is located in the center of the pre-launch shoot zone. It is used to steer the missile toward the target.

TOW post-launch steering: after launching the Tow missile the pilot must steer it to the target. This can be performed in two ways:

1. Steering the missile through the TADL view (best performed while the helicopter is hovering). The steering commands entered through the joystick are then passed only to the Tow missile (to compensate for missile's drift during its flight towards the target).
2. Steering the missile through the HUD view. The steering commands entered through the joystick are then used for both the AHX-1 and the Tow missile (though possible, this technique is not recommended).

DLZ-Dynamic Launch Zone: this analog symbol displays Minimum launch range (Rmin), Maximum launch range (Rmax1), and Range to the present target (digital and analog). When the range to the target is greater than Rmin and less than Rmax1, the missile is "In Range." During this condition the missile pre-launch aiming reticule flashes.

Press [F2] to select the pilot's forward view. The field of view of the missile is shown on the HUD as two large rectangles. If your target is marked by a TD box and the target designator box lies

within the missile's field of view, the square's contours change to a flashing TD box, confirming that the missile can acquire the target (the target must also be in range for this to occur.) The estimated time until impact is given in seconds. The missile will now have a high hit probability if navigated correctly. After launch, the countdown timer displays the estimated time until impact.

You can try to navigate the missile using the aiming reticule on the HUD display. The Tow missile will go to the HUD bore site reticule. This method is crude and chances of a hit are slim in comparison to the magnified accurate TADL sighting system. Note the DLZ for in-range information.

Summary

HUD mode

1. Press [F2] for Forward view mode.
2. Press [Enter] to select weapon.
3. Steer view toward a selected target and situate your target within both rectangles to get the target range.
4. Once in range, press [Spacebar] to launch the weapon.
5. The AHX-1 will go into Hover mode when you go into TADL view (under 10 knots).
6. Follow the target with the aiming reticule on the HUD display to navigate missile to target (preferably while in the TADL mode).

TADL mode

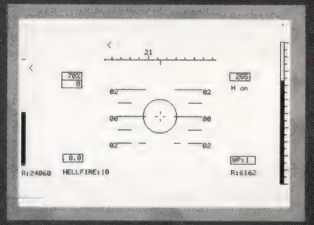
1. Press [Enter] to select weapon.
2. Steer aiming point toward the target with the joystick.
3. Once in range, press [Spacebar] to launch the weapon.
4. Constantly keep the aiming point over the target to navigate the missile.

If you are not in hover flight mode when entering the TADL view, the simulation will hand control over to the copilot, who will keep a steady course and altitude. Steering the aiming point outside the constraints of the missile field of view will cause your copilot to adjust the plane's bearing.

Hellfire AGM114B Radar-Guided Missiles

The advantage of the radar-guided Hellfire is its "fire and forget" capability, with automatic target selection and designation by the B-2' s fire control radar at ranges of up to 5.5 miles. Hellfire can be ripple-fired at multiple targets without the helicopter having to face the target during the missile's flight. When the helicopter is engaged in "ripple firing" the countdown timer indicates the time it would take for the last missile fired to reach its target. Nevertheless, the user must maintain a clear line of sight

with the target and place it in the HUD round cage at the time of firing. The closer the target is to the aiming reticule at the center of the cage circle, the higher the probability of a hit. Once a target is destroyed, the B-2's fire control radar selects the next according to target prioritization protocols.



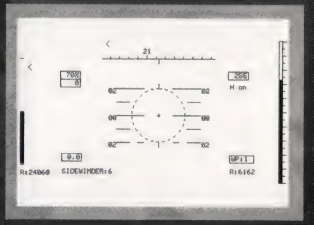
Additional HUD symbols with Hellfire selected:

Hellfire pre-launch shoot zone: Before launching the Hellfire missile, the target must be located inside the pre-launch shoot zone (a circular reticule located around the HUD boresight with an open cross at its center).

DLZ-Dynamic Launch Zone: This analog symbol displays: minimum launch range (Rmin), maximum launch range (Rmax1), and range to the present target (digital and analog). When the range to the target is greater than Rmin and less than Rmax1, the missile is "In Range." At this time, the missile pre-launch shoot zone reticule flashes.

Sidewinder IR Air-to-Air Missile

The Sidewinder is an infrared-guided air-to-air missile with a range of approximately 3 miles. After the weapon is selected, the lock-on cage appears on the HUD. Steer the target into the cage circle. When a target is in the cage circle, it begins to flash. The closer the target is to the center when uncaging/firing, the higher the probability of a hit. To maximize the probability of scoring a hit, line up the target and the aiming reticule and launch at a range of less than 8,000 feet. You may uncage the missile by using the [C] button. Uncaging will change the cage circle into a smaller indicator showing the eye of the missile. If the indicator follows the target, it is an indication that the missile IR eye has acquired the target. Push Fire Button 1 on your joystick to fire the missile once a lock is verified. If the indicator swoops in another direction once you Uncage it, this means the IR eye has locked onto something else and the missile would have close to zero chance of a hit if fired. To try again, press [U] to recage the missile eye and try again until you have a lock. Note that the DLZ indicator is a crucial element when you are using the Sidewinder range. You may fire without trying to Uncage the missile eye, but this will, of course, yield a smaller hit probability, since you will sometimes be firing without having the eye locked on the target's IR signal.



Additional HUD symbols with Sidewinder selected

Missile seeker reticule:

CAGED STATE: Before the missile seeker is released, the reticule will be displayed around the HUD boresight. This symbol then defines the seeker acquisition area. Launching a missile while the target is in this area produces a 70% probability of a hit. The closer the target is to the middle of the seeker during the missile launch, the higher the probability that the seeker locked on the target. Uncage with "U".

UNCAGED STATE: After the missile seeker is released, the reticule will track the target (if the seeker locked on the target), or it will start drifting with no relation to the target (if the missile did not succeed in locking on the target). A missile that succeeded in locking on the target has a 95% probability of a hit. Cage again with ote U".

DLZ-DYNAMIC LAUNCH ZONE: this analog symbol displays the following data:

MINIMUM LAUNCH RANGE: (Rmin) that will insure the weapon explodes at a safe distance from the AHX-1.

MAXIMUM LAUNCH RANGE: (Rmax1) The longest range within the weapons capability that has a probability of 75% of hitting the target if the missile's seeker locked on the target.

NO ESCAPE ZONE: (Rmax2) The range that ensures 100% probability of target kill (as long as the target does not use any ECM jammer or dispenses flares) if the missile's seeker locked on the target.

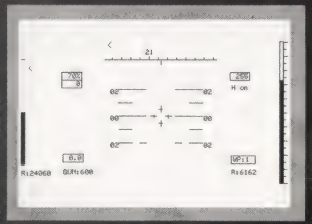
RANGE TO THE PRESENT TARGET: (digital in feet and analog "<" caret). When the range to the target is greater than Rmin and less than Rmax1, the missile is "In Range"; at this time, the missile seeker reticule flashes.

Summary

1. Press [Enter] to select weapon.
2. Turn toward target. Place the target as close as possible to the aiming point.
3. Press [U] to verify a lock of the missile eye on the target. If failed, press [U] to recage the missile eye.
4. Press [Spacebar] to launch weapon after it has acquired target.

30mm Chain Gun

The chain gun is a potent weapon in both air-to-air combat and against lightly armored ground targets. Like the missiles, it can be steered with radar, the TADL, and the HUD, but it has a maximum range of only 6000 feet and is most effective between 300 and 2,000 feet. When used with the air radar, the gun is aimed automatically so that the boresight is on the aiming point. However, the gun's pivot is limited to 11 degrees up, 60 degrees down, and 100 degrees left and right, which restricts access to targets when in motion. When used in conjunction with radar, TADL, or HUD, the gun is steered so that the computed impact point (shown as a large X on



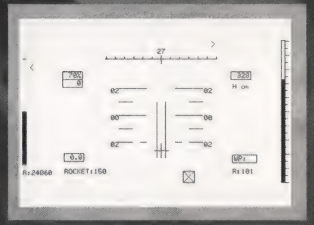
HUD) coincides with the designated target. If the impact point moves off the HUD display, a target vector is drawn toward the target. This vector is dashed if the target is behind you. If the gun is fired without a target selected, it fires straight ahead or in the direction of the pilot's line of sight.

Additional HUD symbols with Gun selected

Gun aiming reticule: A reticule that defines the computed point where a bullet will hit the ground (in air-to-ground gunnery) or pass the air-to-air target (in air-to-air gunnery).

DLZ (Dynamic Launch Zone)

HYDRA rockets:



The HYDRA rockets have two modes: HUD and TADL:

HUD Mode: The rocket aiming point is on the locked target if the target is in between the two vertical lines (then it is autohoming). If the target is in the field of view but not between the vertical lines, the rockets will achieve the correct height of the target but not the direction.

TADL mode - in TADL view you can fire the rockets at all the targets.

Additionally, you can choose to fire up to five rockets at each fire command.

Additional HUD symbols with Rockets selected

Rocket flight path funnel: Two parallel lines that define the rocket flight line. The rocket's computed impact point on the ground is marked within these two lines by the rocket-aiming reticule.

Rocket aiming reticule: A reticule that defines the computed point where a launched rocket will hit the ground (it is located at the end of the rocket flight path line).

The aiming reticule moves towards the nearest target designation box and marks the point of impact for the rocket. The pilot is required to vertically position the rocket flight path funnel on the target. The automated trajectory system will then adjust the tilt of the rocket launcher to aim for the target. The same two symbols are used in the TADS mode. In TADS mode the craft is controlled by the joystick, to allow the necessary bearing changes.

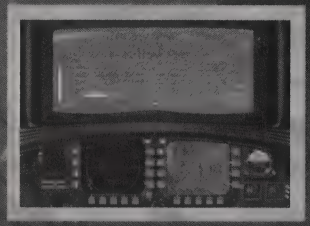
In TADL mode the rocket can be fired in all directions and will hit the indicated point at the moment of firing.

Summary

1. Press [Enter] to select weapon.
2. Turn toward target. Place the target as close as possible to the aiming reticule.
3. Press [Spacebar] to launch weapon after it has acquired target.

TV Missiles:

The TV Missile is the most advanced weapon in the AHX-1's arsenal. It is a long range missile (relative to the AHX-1's other missiles) that is equipped with a video camera mounted on its tip. A transmitter forwards the view from the missile to the TADL of the AHX-1. Using the joystick, the pilot can maneuver the missile to a target far from sight. In the TADL view, HUD type symbols appear as you "fly" the missile towards its pre-determined or undetermined target. It is recommended that you enter hover mode before launching the missile. It is also recommended that you monitor the missile's flight throughout its course, although it is possible to leave the missile on a given heading and return to combat for more conventional firing, then return to the missile before it reaches the target. The maximal flight time of the TV Missile is 5 minutes, and this time is displayed in the lower left side of the TADL display, along with an energy bar simulating the amount of fuel/flight time left for the missile. If fired only through the HUD mode without guidance from the TADL mode, the missile will head for the point market by the aiming reticule in the HUD at the time of firing.



Additional HUD symbols with TV-missile selected

TV-missile pre-launch shoot zone: Before the TV-missile is launched, the target must be located inside the pre-launch shoot zone (a square reticule located in the center of the HUD field of view with an open cross at its center).

Summary

HUD mode

1. Press [F2] for Forward view mode.
2. Press [Enter] to select weapon.
3. Press [H] to go into hover mode.
4. Press [T] to go into TADL mode and maneuver the missile.

TADL mode

1. Press [Enter] to select weapon.
2. Steer aiming point towards target with joystick.
3. Press [H] to go into hover mode for best missile stirring accuracy.
4. Press [Spacebar] to launch the weapon.
5. " Navigate" the missile at Mach 1 to target.

Chaff and Flares

These can be effective countermeasures against infrared-guided missiles (flares), and radar-guided missiles and radar-tracking AAA (chaff). Both chaff and flares are dispensed automatically after threat evaluation by on-board systems. You can override this feature selecting manual (press [Alt] and [C]) and then pressing [C] for chaff or [F] for flares). The AHX-1 is outfitted with 30 of each.

APPENDIX A: KEYBOARD COMMANDS

KEYBOARD FUNCTIONS

Toggle next steer point	N
Toggle previous steer point	SHIFT+N
Increase altitude (Arcade mode only)	+
Decrease altitude (Arcade mode only)	-
Increase collective value (Real mode only)	+ adds 10% (Keys 1-0 set the collective percentage).
Decrease collective value (Real mode only)	- subtracts 10%. (Keys 1-0 set the collective percentage).
Yaws left while hovering	Z
Yaws right while hovering	X
Compress simulation time and speed	Tab
Restores normal simulation time	Ctrl + Tab
Select a certain weapon	ENTER/JSTK2
Fire a certain weapon.	Spacebar/JSTK1
Toggles sidewinder reticule Cage / Uncage	U
Manual chaff dispersion	C
Manual flare dispersion	F
END GAME request (via SimUnit)	Alt+F
Zoom in (TADL and outside views)	I
Zoom out (TADL and outside view)	O

Lock on the target in the center view	L
Acquisition of target in TADL mode	A
Toggle selection of RIGHT MFD	]
Toggle selection of LEFT MFD	[
Back toggle selection of RIGHT MFD	Shift+]
Back toggle selection of LEFT MFD	Shift+[
Cycles through 1,2,4 and 8 mile range	R (forward) Shift+R (back)
Forward toggle radar targets	Backspace
Back toggle radar targets	Shift+Backspace
Normal forward view through the cockpit	F2
Forward view with no cockpit and HUD above	F3
Left view with cockpit frame below and HUD above	F4
Right view with cockpit frame below and HUD above	F5
Rear view with tail below and HUD above	F6
Outside view from a wingman's point of view. (Looking at the AHX-1)	F7
The view towards the target from the weapon's point of view	F8
Looking towards the AHX-1 from a static point in the world	F9
Looking towards the AHX-1 from a present selected target	F10
TADL view from inside the cockpit	T
Go to "on the fly preferences"	ESC
Return to game from "On the fly preferences"	ESC
Send a textual message to a remote player when in chat view and exit chat mode	Enter
Entering chat mode	M

APPENDIX B: THE VIEWS

Pilot's Night Vision System (PNVS)

The AHX-1 has two night vision options: infrared and heat-based. These systems operate automatically according to visibility conditions. These night vision capabilities are apparent in all views of the AHX-1 simulation.

View name	Key	Description	Display state	Remarks
Normal	F2	Normal forward view through the cockpit.	COCKPIT	
HUD	F3	Forward view and HUD with no cockpit.	FRONTHUD	
Left	F4	Left view with cockpit frame below and HUD above.	LEFTHUD	
Right	F5	Right view with cockpit frame below and HUD above.	RIGHTHUD	
Back	F6	Rear view and HUD above.	REARHUD	

View name	Key	Description	Display state	Remarks
Outside	F7	Outside view looking at the AHX-1.	WORLD	The display may be moved around the AHX-1 using "<" and ">" and zoomed in & out using "I" and "O".
Weapon	F8	The view towards the target from the weapon's point of view.	WORLD	Valid only with missiles and rockets.
Static	F9	Looking towards the AHX-1 from a static point in the world.	WORLD	The point is defined by the AHX-1's position when the view was selected.
Target	F10	Looking towards the AHX-1 from a present selected target.	WORLD	
TADL	T	TADL view from inside the cockpit.	TADL	

TECHNICAL SUPPORT

Technical Support (U.S. & Canada)

Assistance Via World Wide Web

Get up-to-the-minute technical information at the GT Interactive Software web-site, at http://www.gtisonline.com, twenty-four hours a day, seven days a week. In the Support section you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest troubleshooting information. You can also visit our Forums area, where you can swap email with other gamers, our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, our Hints/Cheat Codes area where you can pick up some tips, an E-Mail area where you can leave us your tech support problems and questions, and other areas where you can get valuable information on GT Interactive Software products.

Help Via Telephone In The United States & Canada

For phone assistance, call GT Interactive Software's Tech Support at **716-871-6646**. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 10:00 AM until 10:00 PM (EST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians including system make and model; RAM; video and sound card data and drivers; and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly.

Product Return Procedures In The United States & Canada

In the event our technicians at **716-871-6646** determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number supplied you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

GT Interactive Software Corp.
Attn: TS/QA
1 Nixon Lane
Edison, NJ 08817

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), GTIS will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, GTIS will replace the product storage medium for a nominal fee.

If your product information contains Technical Support phone numbers for Europe, you must contact those phone numbers and abide by their warranty policies.

TECHNICAL SUPPORT (EUROPE)

Help Via Telephone In Europe

Technical Assistance: English speaking customers call **01923 209145**

Assistance Technique: Remarque: Notre service de soutien technique se trouve en Angleterre. Clients francophones appelez le 00 44 1923 209148

Technischer Kundendienst: Beachten Sie bitte dass sich unser technischer Kundendienst in England befindet. Den deutschsprachigen Kundendienst erreichen Sie unter folgender Nummer: **00 44 1923 209151**

CREDITS

Executive Producer ..... David Zerah
Chief architect ..... Asaf Levin
Creative/Art Director ..... Edo Segal
3D Design Team Lead ..... Ofer Raz
3D Artist ..... Mossi Shuchman
3D Artist ..... Alon Genosar
3D Artist ..... Chipriana
Graphic Design ..... Dina Lanski
Video Compositing and Menu Design ..... Doron Koren
Mission Design Lead ..... Arik Copelman
Mission Designer ..... Yaakov Levi
Story Editor ..... Danny Wool
Sound Designer, Music and sound effects ..... Danny Aharonson
Graphic Design ..... Yasha Rosov
TGEN Design ..... Yoram Avidan
TGEN Lead Programmer ..... Benny Karov
Core Algorithm, MMX ..... Benny Matityaho
Performance Engineer ..... Tsemach Mizrachi
3D and 2D Programmer ..... Alon Nahary
User Interface, Video, 2D Programmer ..... Mark Lipsman
Simulation team manager ..... Asaf Levin
Simulation Programmer ..... Avi Bueno
Simulation Programmer ..... Margarita Alp
Boaz Giron
Michal Benyamin
Ilya Lichtzier
Giora Lampert
User Interface, Sound, Direct Input Programmer ..... Alexey
Manual ..... Edo Segal and David Zerah
Editor ..... Rohan Saksana
Design team ..... Edo Segal, David Zerah, and Asaf Levin
Missions ..... David Kamian and Danny Wool

GT:

Senior Producer ..... Jim Tripp
Producer ..... Jason Schreiber
Associate Producer ..... Trevor Barnes
Product Manager ..... Shari Bernstein
Quality Assurance ..... Dmitriy Yukhnovskiy

NOTES

NOTES

END-USER LICENSE AGREEMENT

PLEASE READ CAREFULLY. BY USING THIS SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THESE TERMS, PROMPTLY RETURN THE PRODUCT IN ITS PACKAGING TO THE PLACE WHERE YOU OBTAINED IT.

1. License.. The software accompanying this license (the "Software") and the related documentation are licensed to you by us and are subject to this license. If the Software is configured for loading onto a hardrive, you may so load the Software only onto the hard drive of a single computer and run the Software off only that hard drive. You may not delete the copyright notices or any other proprietary legends on the original copy of the Software. You may transfer all rights we grant to you in this license to someone else as long as he or she reads and agrees to accept this license. If there is an editor incorporated into the Software, this license is also subject to Section 8 below.

2. Restrictions. The Software contains copyrighted material, trade secrets and other proprietary material. You may not decompile, modify reverse engineer, disassemble or otherwise reproduce the Software except as expressly allowed by us. You may not rent, lease, sublicense or distribute the Software. You may not electronically transmit the Software from one computer to another or over a network.

3. Termination.. This License is effective until terminated. You may terminate this License at any time by destroying the Software and related documentation. This License will terminate immediately without notice from us if you fail to comply with any provision of this license. Upon termination, you must destroy the Software and related documentation.

4. Disclaimer of Warranty on Software.. You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software, related documentation and the media are provided "AS IS." Unless otherwise provided by applicable law, GTIS warrants to the original purchaser of this product that the Software storage medium will be free from defects in material and workmanship under normal use for ninety (90) days from the date of purchase. This warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. We EXPRESSLY DISCLAIM ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. WE DO NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY US OR ANY OF OUR AUTHORIZED REPRESENTATIVES SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.

5. Limitation of Liability.. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL WE BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OR INABILITY TO USE THE SOFTWARE OR RELATED DOCUMENTATION, EVEN IF WE HAVE BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. In no event shall our total liability to you for all damages, losses, and causes of action (whether in contract, tort or otherwise) exceed the amount paid by you for the Software.

6. Controlling Law and Severability.. This license shall be governed by and construed in accordance with the laws of the State of New York, USA. If any provision of this license is unenforceable, the rest of it shall remain in effect.

7. Complete Agreement.. This license constitutes the entire agreement between the parties with respect to the use of the Software and the related documentation.

8. Editor and End-user Variations.

(a) The Software may include an "Editor." An "Editor" is a feature which allows you to modify the Software or to construct new variations for use with it. These modifications and variations can be both playable and non-playable. An Editor includes its associated tools and utilities. An Editor is NOT shareware. You may not freely distribute it to any BBS, CD, floppy or any other media. You may not sell it or repackage it for sale.

(b) Using the Editor, you may create modifications or enhancements to the Software, including the construction of new levels (collectively referred to as "Variations"), subject to the following restrictions:

i. Your Variations must only work with the full, registered copy of the Software, not independently or with any other software.

ii. Your Variations must not contain modifications to any executable file.

iii. Your Variations must not contain any libelous, defamatory, or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contains any trademarks, copyright-protected work, or other recognizable property of third parties.

iv. At least once in every online description and with reasonable duration on the opening screen, your Variations must prominently identify (i) the names and email addresses of its creators, and (ii) the words "THIS LEVEL IS NOT MADE BY OR SUPPORTED BY GT Interactive Software, The WizardWorks Group, or any of their affiliates and subsidiaries.

v. Your Variations must be distributed solely for free. Neither you nor any other person or party may sell them to anyone, commercially exploit them in any way, or charge anyone for using them. You may exchange them at no charge among other end-users.

vi. By distributing or permitting the distribution of any of your Variations, you hereby grant back to us an irrevocable royalty-free right to use and distribute them by any means.

vii. The prohibitions and restrictions in this section apply to anyone in possession of the Software or any of your Variations.

Need a hint?

1-900-CALL-2GT

1-900-225-5248
(95¢ per minute. $1.95 for fax back maps.)
must be 18 years or older, or have parent's permission
to call. touch tone phones only.

PIXEL GAMES

Designed for
WINDOWS® 95
CD-ROM

Intel MMX™

Distributed by
GT Interactive Software

04-12327M